

# PATENT ABSTRACTS OF JAPAN

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## (54) BODY FEELING GAME MACHINE

### (57)Abstract:

PURPOSE: To generate a colorful vibration mode with a simplified mechanism by changing vibratory amplitude of a body feeling lever at launch time and hit time by an amplitude variable means.

CONSTITUTION: A body feeling lever 10 is a holding member for transmitting a sound and vibration to a user at the time of launching and hitting a missile, and the lever is provided in both sides of a control unit 7 simulated to a control stick of a fighter. That is, the body feeling lever 10, in which a holding part 10a is protruded to the outside of an outer casing unit 100 and, on the other hand a vibration variable cam 12 of a vibration generating part 11 provided in the inside of the outer casing main unit 100 is fitted to a long hole N3 provided in a point end part of the unit 100, can be swiveled with a shaft J3 serving as the center. Here, the vibration generating part 11, formed by providing an angular cylindrical unit having a drive motor in the inside, is provided along a depth direction of a fixed barrel 2 in a central part of the control unit 7. The vibration variable cam 12, comprising a fan-shaped drive piece 13 and a driven rotary unit 14, can vibrate the body feeling levers 10, 10 in different amplitude in accordance with normal and reverse rotation of the drive piece 13. In this way, a simplified, cheap and further colorful real body feeling mode can be created.

